

S'sha

Dragonknight

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Khajiit

RACE

ALIGNMENT

XP

CHARACTER NAME

STRENGTH

15

+2

DEXTERITY

8

-1

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

10

0

CHARISMA

10

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +4 Strength
☐ -1 Dexterity
☒ +4 Constitution
☐ +1 Intelligence
☐ 0 Wisdom
☐ 0 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
☒ +2 Animal Handling (Wis)
☐ +1 Arcana (Int)
☐ +2 Athletics (Str)
☐ 0 Deception (Cha)
☐ +1 History (Int)
☐ 0 Insight (Wis)
☒ +2 Intimidation (Cha)
☐ +1 Investigation (Int)
☐ 0 Medicine (Wis)
☐ +1 Nature (Int)
☐ 0 Perception (Wis)
☐ 0 Performance (Cha)
☐ 0 Persuasion (Cha)
☐ +1 Religion (Int)
☐ -1 Sleight of Hand (Dex)
☐ -1 Stealth (Dex)
☒ +2 Survival (Wis)

SKILLS

10

PASSIVE WISDOM (PERCEPTION)

18

ARMOR
CLASS

-1

INITIATIVE

30'

SPEED

HIT POINT MAXIMUM 36

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL 3

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+4

2d6+2 slash

Lava Whip:

-Force an opponent to pass a Dexterity save or inflict 1d8 Fire damage.

Spiked Armor:

-Gain 5 temporary hit points. If a creature hits you with a melee attack the creature takes 5 damage.

ATTACKS & SPELLCASTING

Fullplate armor
Greatsword

I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

PERSONALITY TRAITS

My city, nation, or people are all that matter.

IDEALS

I pursue wealth to secure someone's love.

BONDS

It's not stealing if I need it more than someone else.

FLAWS

Great Weapon Fighting:
-Reroll 1s and 2s on damage with your Greatsword

Action Surge (1x a day):
-Take a 2nd action

Cutpurse:
-Gain Advantage on Stealth and Sleight of Hand

Military Rank:
-Aldmeri Dominion soldiers recognise you as a former soldier and will act friendly and helpful towards you

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS